GAUNTLET™

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Printed in the U.S.A.

Getting Started

Commodore 64™/128™

What You Need:

- Your Commodore 64/128 computer
- A disk drive
- A Monitor or TV (color recommended)
- Joystick

Loading:

1) Turn on your computer, disk drive, and monitor.
2) Insert the program disk into the disk drive.
3) Type: **LOAD "*",8,1**
   Press RETURN.

Special Controls:

To use a potion, Player One presses the space bar and Player Two presses the F1 key.

Atari® 800 XL™, 65XE™, 130XE™

What You Need:

- Your Atari computer
- A disk drive
- A Monitor or TV (color recommended)
- Joystick

Loading:

1) Insert the program disk into the disk drive.
2) When the disk stops spinning, hold the Option key down and turn on the computer.
3) When prompted, flip the disk to continue loading.

Special Controls:

To use a potion, Player One presses the space bar and Player Two presses any number key (0-9).

Atari® 520 ST™, 1040ST™

What You Need:

- Your Atari 520ST or 1040ST computer
- A disk drive
- A color monitor
- Joystick

Loading:

1) Turn on your monitor and disk drive.
2) Insert the program disk into the disk drive.
3) Turn on the computer.
4) When prompted, eject the program disk and insert the Data disk.

Special Controls:

To use a potion, Player One presses either the F9 or the F10 key and Player Two presses either the F1 or the F2 key. To pause the game, press the space bar; press any key to continue.

Unlike the other versions, new players may enter the game as any character at any time. Use the ◄ and ► keys to choose which joystick to use and press the ▲ and ▼ keys to choose which character to play. Press Insert to start play.

Apple® IIc/IIe/II+

What You Need:

- Apple IIc, IIe, or II+ computer; 64K minimum
- Single disk drive
- Monitor or TV (color recommended)
- Joystick optional

Loading:

1. If you plan to use a joystick, plug it into the game port of your computer.
2. Insert the program disk, label side up, into the disk drive and close the drive door.
3. Turn on the monitor or TV and your computer. The game will load automatically into your computer's memory and the title screen will appear. Follow the on-screen instructions when prompted to flip the disk.

Special Controls:

Specific keyboard controls for Players 1 and 2 are given at the end of the manual. If your computer has a joystick port, Player 1 uses the joystick and Player 2 uses the second player keyboard controls.

To use a potion, Player One presses the space bar and Player Two presses the Tab key.
To pause the game, press Ctrl and P at the same time. Press them again to continue a paused game.
To turn the sound off, press Ctrl and Q at the same time; press them again to turn the sound back on.

IBM®PC/PCjr.™

What You Need:

- IBM PC/PCjr.™, Tandy® 1000 family, or 100% IBM compatible computer; 256K minimum
- Single disk drive
- Monitor or TV (color recommended)
- Color or enhanced graphics adapter (IBM PC and some compatibles only)
- Joystick optional

Loading:

Loading with a DOS Disk (2.1 or higher)

1. Insert the DOS disk into drive A and close the drive door.
2. Turn on the computer and your monitor or TV.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace the DOS disk with the program disk.
5. Type **GAUNTLET** and press **Enter**. The program will load into your computer's memory and the title screen will appear.
6. *Note to PCjr. users: If you wish to run the program in 16-color mode, the line* **DEVICE=PCJRMEM.COM** *present in the CONFIG.SYS file on your boot disk must be changed to read* **DEVICE=PCJRMEM.COM /C** *instead.*

Installing Gauntlet on a Hard Disk Drive

After you complete the procedure outlined below, ***Gauntlet*** will run entirely from your hard disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once ***Gauntlet*** has been copied to a hard disk, your floppy disk won't generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk from the hard disk by following the procedures given in the section entitled "Uninstalling ***Gauntlet*** from a Hard Disk Drive."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed ***Gauntlet*** on the hard disk, first make sure that you follow the instructions to uninstall ***Gauntlet***. If you don't, ***Gauntlet*** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a C> prompt.
2. Insert the program disk, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **Enter**, *Gauntlet* will install itself on the hard disk.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys all at the same time. To run *Gauntlet* from the hard disk after rebooting, type **CD\NAME**, where **NAME** is the new directory name, and press **Enter**. Then type **GAUNTLET** and press **Enter**. After a few seconds, the program will load into your computer's memory and the title screen will appear.

Uninstalling Gauntlet from a Hard Disk Drive

1. Boot the system, if necessary, and get an A> prompt.
2. Insert the program disk into drive A and close the drive door.
3. At the A> prompt, type **UNINSTAL** and press **Enter**.
4. When the process is complete, *Gauntlet* will no longer be executable from the hard disk. To re-install *Gauntlet* on a hard disk, follow the hard disk installing instructions already given.

Special Controls:

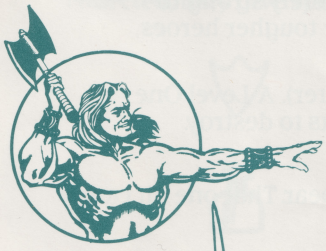
Special keyboard controls for Players 1 and 2 are given at the end of the manual. If your computer has a joystick port, Player 1 uses the joystick and Player 2 uses the second player keyboard controls. If your computer has a second joystick port, Player 2 may use a joystick as well.

To use a potion, Player One presses the space bar and Player Two presses the Tab key.
To return to the Title screen, press Ctrl and X at the same time.
To exit the program, press Ctrl and C at the same time.
To pause the game, press Ctrl and NUMLOCK at the same time. (PCjr users press FN and Pause.) Press any key to continue a paused game. (Tandy users press HOLD to pause; press again to continue.)
To turn the sound off, press F2; press again to turn the sound back on.

Setting Forth

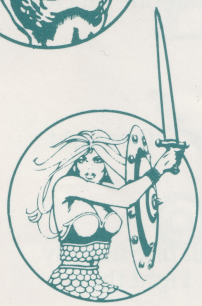
Follow the instructions for your machine to load and run the game. When you see the opening screens, choose whether you wish to play a one- or two-player game. Next, point to the character you want to play and click the button. If you chose a two-player game, both players will be given a chance to choose a character. If you chose a one-player game, the computer will randomly assign a second character. Once you start play, a second player can join at any time by pressing the fire button or fire key of the appropriate control.

The Heroes



THOR *the Warrior*

ARMOR: *Tough skin*—eliminates 20% of damage
SHOT POWER: Excellent—twice normal power
HAND-TO-HAND: Excellent—*Battle Axe*—can destroy generators
MAGIC POWER: Poor—damages most monsters and no generators



THYRA *the Valkyrie*

ARMOR: *Shield*—eliminates 30% of damage
SHOT POWER: Poor
HAND-TO-HAND: Good—*Sword*—can destroy generators
MAGIC POWER: Moderate—damages most monsters and generators

MERLIN *the Wizard*

ARMOR: None
SHOT POWER: Good
HAND-TO-HAND: *Poor—Bare hands*—cannot destroy generators
MAGIC POWER: Excellent—Destroys all monsters and generators

QUESTOR *the Elf*

ARMOR: *Leather*—eliminates 10% of damage
SHOT POWER: Poor
HAND-TO-HAND: Moderate—*Dagger*—cannot destroy generators
MAGIC POWER: Very good—destroys almost all monsters and generators

The Goal

The goal is for one or two adventurers to survive the perils of the dungeon while collecting valuables and destroying evil creatures. Each level must be explored to find the exit(s) to the next level. How long you survive is determined by your health score, which will go up and down as you progress through the levels.

The Villains

Scattered throughout the depths of the dungeons you will find Monster Generators. Creatures spew forth from these generators at regular intervals. Each generator creates a specific type of villain. There are three different generator levels, creating monsters from merely strong to awesomely deadly. You can destroy the generators by shooting them or, for the tougher heroes, by pounding them into rubble or by using magic.

The monsters come in three levels of toughness (except Death, more on him later). A Level One ghost will take one hit to destroy, while a Level Three demon will take three hits to destroy.

GHOSTS: Stay away from ghosts. They will hit only once then disappear. That one hit can hurt a lot, so shoot them, don't run into them!

GRUNTS: Grunts will immediately move up and attack you with their clubs. Either fight them hand-to-hand or shoot them from a distance.

DEMONS: Demons will shoot fireballs at you from a distance, and they will bite fiercely when they get in range. The fireballs are far more harmful than their bites. Fight them hand-to-hand or shoot them.

LOBBERS: Lobbers attack by throwing rocks over the tops of the dungeon's walls. They run away, so if you intend to fight them you will have to corner them.

SORCERERS: Sorcerers can disappear while moving. They will attack evasively by flickering in and out of sight. They are immune to attack when invisible. Fight them hand-to-hand or shoot them.

DEATH: The Dark Prince drains health from you. He will steal up to 200 points from you and then die. *Death cannot be killed by any weapon except magic.*

The Dungeons

The dungeons are filled with a variety of objects...some good, some evil. You should collect the good ones and avoid the evil ones. Here are a few pointers to help you tell the difference.

POTIONS: Potions grant magical powers to those who know how to use them. When a potion is collected and used, all the monsters on the screen will be affected in proportion to the magical power of the hero wielding the potion. Some potions can be activated by a shot, but the effect is not as great.

SPECIAL POTIONS: These are just like regular potions when they are shot, but if they are collected, they give special bonuses to the player.

EXTRA ARMOR: Increases protection.

EXTRA MAGIC POWER: Increases the effect of potions.

EXTRA SHOT SPEED: Increases missile speed.

EXTRA SHOT POWER: Increases damage inflicted by missiles.

EXTRA FIGHT POWER: Increases hand-to-hand ability.

EXTRA PICKUP POWER: Increases ability to carry 10 to 15 times.

FOOD: Plates of cold food increase both your health and your score by 100 points.

CIDER: Cider is the same as food, except it can be destroyed by a careless shot.

POISON: This looks a lot like cider, but it takes one special power and 100 points of health when consumed.

KEYS: Score 100 points for collecting each key. Keys are used to open doors.

TREASURE: Treasure chests are worth 100 points each.

AMULET: A magical device that confers invisibility for a short time.

WALLS: Most walls are impenetrable, but some of the older ones can be crumbled by multiple shots.

TRAPS: Glowing floor patterns that make some walls disappear.

TRANSPORTERS: These powerful devices transport you to the nearest visible transporter. If there are several within the same distance, then one is chosen at random. There are ways to influence the direction of travel if you can find them.

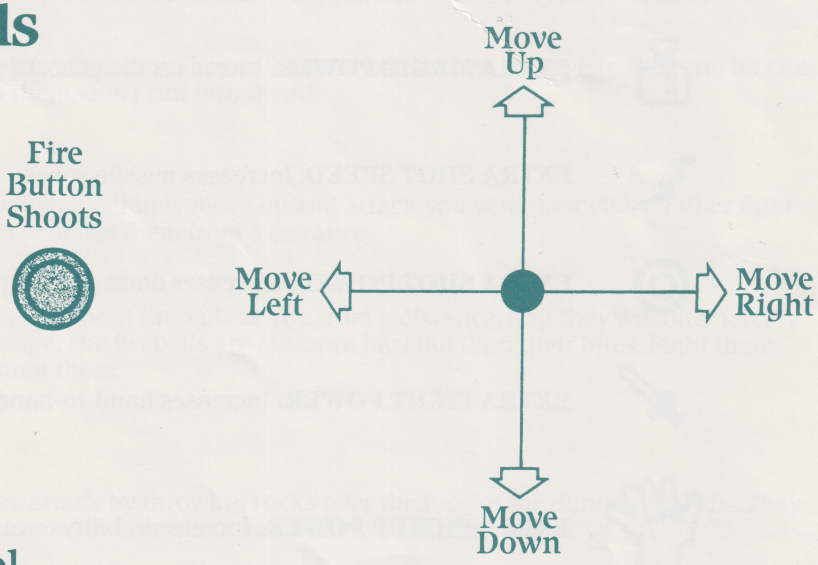
EXITS: These labeled holes lead down to the specified level. If you do nothing for 30 seconds, then all the walls will disappear, freeing all monsters. After another 30 seconds (if you avoid any combat) the walls turn into exits.

When you use an exit, there is a chance that you will end up in a treasure room. Collect all the valuables you can and escape within the time limit for bonus points. No score will be awarded if you don't escape.

In general, players are immune to each other's shots, but in some portions of the dungeon, they may be stunned or injured by careless fellow adventurers.

The Controls

Joystick Control



Keyboard Control

Apple

Player One: The **Right Apple** key is your fire button (on the Apple II+, use the **K** key). The **Return** key may also be used as the fire button. The following keys control movement of Player One's character:

[U] Up Left	[I] Up	[O] Up Right
[J] Left		[L] Right
[N] Down Left	[M] Down	[,] Down Right

The arrow keys may also be used to move Player One's character.

Player Two: The **Left Apple** key is your fire button. Use the **D** key to fire if Player One is using a joystick, and at all times on the Apple II+. The following keys control movement of Player Two's character:

[W] Up Left	[E] Up	[R] Up Right
[S] Left		[F] Right
[Z] Down Left	[X] Down	[C] Down Right

IBM

Player One: The **Enter** key or **5** key is your fire button. The following keys control movement for Player One's character:

[7] Up Left	[8] Up	[9] Up Right
[4] Left	[5] Fire	[6] Right
[1] Down Left	[2] Down	[3] Down Right

PCjr users: The arrow keys control movement for Player One's character. To move diagonally, press two adjacent arrow keys at the same time.

Player Two: The **F1** key or **S** key is your fire button. (PCjr users: Player Two *must* use the **S** key to fire.) The following keys control movement for Player Two's character:

[Q] Up Left	[W] Up	[E] Up Right
[A] Left	[S] Fire	[D] Right
[Z] Down Left	[X] Down	[C] Down Right

Reminders

- Hold the fire button to shoot.
- Release the button to move.
- Shoot the generators to destroy them.
- Move toward monsters for hand-to-hand combat.
- Hand-to-hand combat scores more points than shooting.
- Food increases scores by 100 points.
- Poisoned food looks a little different than regular food.
- Treasure is worth 100 points.
- Team play gives the best chance for survival.
- Avoid Death unless you have a potion and someone who can use it effectively.
- Cooperate in treasure rooms.

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MINDSCAPE INC

Software that challenges the mind.

M10100G